Player Name

Level	XP / XP to next level	Skill Points	Focus Points

Name _____ Sex _____
Race _____ Age _____
Height _____ Weight _____ Eyes _____
Hair _____ Skin color _____
Appearance _____

Karma
Karmic Title
Loyalty
Faith

STATUS _____

GOALS _____

ARMOR

IM	PI	FR	LA	EX	DS	EP	PH

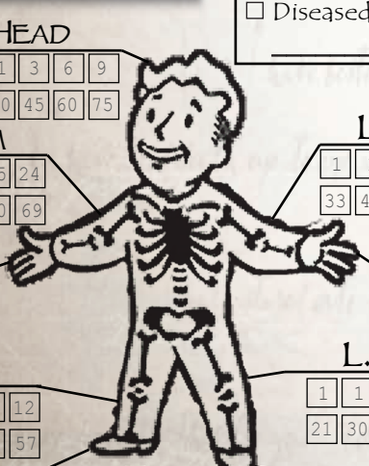
HELMET

Stat Modifiers

Crit Bonus _____
Hit Modifier _____
Ranged Dmg Bonus _____

INJURIES

- ☐ Mute
- ☐ KO'd
- ☐ Deaf
- ☐ Blind
- ☐ Mutating
- ☐ Paralysed
- ☐ Bruised
- ☐ Concussed
- ☐ Infection
- ☐ Blood Loss
- ☐ Poisoned _____
- ☐ Addict _____
- ☐ Diseased _____



HEAD: 1 1 3 6 9 / 15 30 45 60 75
R. ARM: 1 1 6 15 24 / 33 42 51 60 69
L. ARM: 1 1 6 15 24 / 33 42 51 60 69
R. HAND: 1 15 30 / 45 60 75
L. HAND: 1 15 30 / 45 60 75
R. LEG: 1 1 1 3 12 / 21 30 39 48 57
L. LEG: 1 1 1 3 12 / 21 30 39 48 57
R. FOOT: 1 15 30 / 45 60 75
L. FOOT: 1 15 30 / 45 60 75
TORSO: 1 1 1 1 1 2 4 5 7 8 / 10 11 13 14 16 17 19 20 22 23 / 25 26 28 29 31 32 34 35 37 38 / 40 41 43 44 46 47 49 50 52 53

Fallout

A POST NUCLEAR ROLE PLAYING GAME

- ☐ Psionic
- ☐ Modern Tech
- ☐ Old World
- ☐ Space
- ☐ Waste
- ☐ Temporal
- ☐ Warp
- ☐ Void

STRENGTH

PERCEPTION

ENDURANCE

CHARISMA

INTELLIGENCE

AGILITY

LUCK

Physical Max

	Base	+/-	
Heal Rate			EN/3
Movement	Ft		AGx5
Leap	Ft		AG+ST
Lift	lbs		50xST
Carry Weight	lbs		25+(25xST)
Visual Range	Ft		PE
Melee Damage			ST

Stat Rolls

Know			IN
Luck			5xLK
Dodge			2xAG
Evade			AG+(2xLK)

Morale _____

Stats

Action Points			5+(AG/2)
Sequence			AG+PE
Crit Chance			LK
Avoidance Chance			AG+PE
Passive Detect			3xPE
Horror Factor			
SP/Lvl			5+(2xIN)

Effective EN

Head/Chest/Limbs

- impact
- Piercing
- Fire
- LASER
- EXPLOSIVE
- Disintegration
- Electro/Pulse
- PHASE

Resist

	Base	+/-
Radiation (2xEN)		
Poison (5xEN)		
Gas		
Knock Out (4xEN)		
Death (EN+LK-5)		
Disease (3xEN)		
Psionics (PE+IN-10)		
Social (CHxIN)		

Gold Coin
Caps
BoS Script
Enclave Credits
Yen

Name
AMMO
AMMO
X3 ☐ X5 ☐ X10 ☐
AMMO
Damage
Type
Single
Burst
Notes
WEAPON 1

Name
AMMO
AMMO
X3 ☐ X5 ☐ X10 ☐
AMMO
Damage
Type
Single
Burst
Notes
WEAPON 2

Player Name

Total Level SP

Path

Notes

Unused Character Points

Total Trained SP

Total Other SP

Doctor				First Aid			
	[I] Internal Medicine				[I] Hemorrhage Control		
	[I] Microbiology				[I] Orthopedics		
	[I] Neurology				[A] Ballistic Trauma		
	[I] Medical Procedure				[P] Cardio/Respiratory Trauma		
	[A] Surgery Major Trauma				[I] Pharmacy		
	[I] Medical Technology				[P] Diagnostics		

Outdoorsman				Stealth				Small Guns			
	[A] Natural Crafts				[P] Camouflage				[P] Projectiles		
	[I] Wilderness Survival				[A] Contortion				[P] Pistols		
	[P] Navigation				[P] Counter Tracking				[P] Sub-Machine Guns		
	[I] Cooking/Herbalism				[P] Detection				[P] Rifles		
	[P] Tracking				[I] Electronic Evasion				[P] Shotguns		
	[C] Animal Husbandry				[P] Personal Stealth				[I] Small Gun Theory		

Pilot				Theft				Big Guns			
	[S] Ride				[A] Pickpocket				[P] Machine Guns		
	[A] Ground Vehicle				[A] Electronic Bypass				[P] Mini-Guns		
	[A] Motorcycle				[A] Lock Pick				[P] Launchers		
	[A] Mechanized				[I] Hacking				[P] Reactive Fluid		
	[A] Avionics				[P] Vehicle Theft				[P] Remote Operated		
	[A] Space				[A] Sleight of Hand				[I] Big Gun Theory		

Business				Traps				Energy Weapons			
	[C] Buy/Sell/Trade				[A] Surveillance/alarm				[P] Beam Based		
	[C] Management				[I] Electronic				[P] Plasma Based		
	[L] Gambling				[A] Demo				[P] Particle Based		
	[P] Appraise				[I] Counter hack				[P] Electro-Pulse Based		
	[I] Clerical/Law				[A] Primitive				[P] Experimental		
	[C] Streetwise				[I] Poison				[I] Energy Weapon Theory		

Expression				Science				Physical			
	[A] Forgery				[I] Biology				[A] Climbing/Acrobatics		
	[C] Physical Performance				[I] Physics/Math				[S] Martial Arts		
	[C] Artistics				[I] Engineering				[S] Powered		
	[I] Teaching				[I] Chemistry				[E] Athletics		
	[C] Disguise				[I] Electronics				[A] Thrown		
	[C] Intimidation				[I] Computers				[A] Catch		

Verbal				Repair/Craft				Melee			
	[C] Con				[P] Craftwork				[S] Small 1 Handed		
	[C] Language				[I] Mechanics				[S] Large 1 Handed		
	[C] Vocal Performance				[I] Engineering				[S] Large 2 Handed		
	[C] Carousing				[I] Electronics				[S] Pole Weapons		
	[C] Interpersonal				[I] Fabrication				[A] Articulated Weapons		
	[I] Public Speaking				[E] Construction				[E] Defensive Armament		

PLAYER NAME

Bio

Perks

Abilities

SP Spent on Focus

Unused Focus

Focus

PLAYER NAME

Focus

Notes

Player Name

Carry Capacity

/

Inventory

Total Items

Total Value

Total Weight

	Description	Value	QTY	WT

	Description	Value	QTY	WT